**class** GoldGeneral **is** **subclass** **of** Piece

**operations**

**public** GoldGeneral: Player ==> GoldGeneral

GoldGeneral(p) == Piece(p);

**public** validMovement: Cell\*Cell ==> **bool**

validMovement(c1,c2) == **return** validGoldGeneralMove(c1,c2);

**end** GoldGeneral